SIGMA 7

AVANTAGE

SIGMA 7 by Ron Jeffs

SIGMA 7 has seven stages (or levels) which progressively increase in difficulty from very easy to almost impossible.

Each of the seven stages is divided into three separate "sub-games" or phases: the first flying through space fighting against space-mine defenses, the second travelling along the internal pathways of a space station fighting against robo-mines, and the third solving a futuristic puzzle.

LOADING INSTRUCTIONS

Disconnect all peripherals except one disk drive and joystick in port 2. Insert disk in drive, type LOAD "*", 8, 1. Program will load automatically. If you own a Commodore 128, you should use 64 mode.

CONTROLS

Joystick UP	Forward
Joystick DOWN	Backward
Joystick LEFT	Left
Joystick RIGHT	Right
Joystick FIRE	Fire
F7	Pause
Run Stop/Restore	Restart

PHASE 1 SPACE MINE DEFENSE

Take-off from your base and fly to the next factory fighting your way through the space-mine defenses as you go. The distance between the space stations and number of space-mines increase with each new stage. 500 bonus points are awarded for destroying complete waves of mines.

PHASE 2 THE FACTORY

Once into the factory area, the player must move around clearing the pathways. Defense robo-mines rapidly home-in to kill simply by making contact, though they may be shot first. Each stage has a different path layout, which is more difficult than the last. As the paths are cleared a pattern of fixed markers is revealed. This pattern MUST BE MEMORIZED and subsequently entered on the control unit in phase 3. The player may leave phase two (at the opposite end) when the red spiral in the top left hand corner changes to

white, which happens after clearing a certain area of the pathways (proportional to the stage's skill level); or you may choose to wipe out all the robo-mines and clear all the paths to maximize your score before exiting. Score is awarded for destroying robo-mines, and the points are shown over the explosions. Bonus points are awarded in proportion to the area of pathway cleared. If the time limit is exceeded (ie: the spiral at the top left of the screen runs out) then all remaining "lives" are lost and the game ends.

PHASE 3 THE CONTROL UNIT

The control unit must be reset by entering the code onto the active keys. The code's pattern was revealed in phase 2 by the fixed markers that could not be cleared. The active keys are surrounded by inactive ones colored blue which should be ignored (there are fewer inactive keys as the stages get harder). During play the active keys repeatedly change color from green to red then to yellow. An active key may be set by positioning the player's KEY SPHERE above it and pressing "fire"; though this must be done while it is yellow (after which it stays white). Hitting a key already on will turn it off again. Timing is critical, as a defense force-field lags just behind the KEY SPHERE, and will cost one "life" if touched by mistake. Lights on the side panel indicate time taken, and the bonus available for quick completion. If the time limit is exceeded all remaining "lives" are forfeit and the game ends.

LIVES

The player starts phase one with three "lives". At the start of each following phase, three more "lives" are added to however many are still left. If a player gets through phase one with two lives left, then he would have 2 + 3 = 5 lives for phase two, and so on. If the player loses all his lives during any phase, or exceeds the time limit in phases two or three, then the game is ended.

SCORE

If you achieve one of the top 5 scores, you will be entitled to enter your name for permanent storage.

Copyright

Copyright© 1987 by Avantage. All rights reserved. No part of this publication may be reproduced, transcribed, copied, translated or reduced to any electronic medium or machine readable form without prior written permission of Avantage, 20813 Stevens Creek Blvd., Cupertino, California 95014.

Disclaimer

Avantage makes no representations or warranties with respect to this publication or its contents and specifically disclaims any implied warranties of merchantability or fitness for any particular purpose. In addition, Avantage reserves the right to revise this publication and to make changes from time to time in its contents without obligation of Avantage to notify any person of such revisions or changes.

Trademarks

SIGMA 7 is a licensed from Durell Software© 1987, published and distributed by Avantage from Accolade, Inc.
Commodore is a trademark of Commodore Electronics Inc.

We understand your concerns about disk damage or failure. Because of this, each registered owner of SIGMA 7 may purchase one backup copy for $5.00. In Canada, one backup copy may be purchased for $10 U.S. currency. California residents add 7% sales tax. Checks should be made out to Avantage Software. This copy is for backup purposes only and is resale. Your backup disk is covered by our limited warranty on disk media described below.

Limited Warranty for Disk Media

Accolade warrants to the original purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in materials and workmanship for ninety days from the date of purchase. Defective media that has not been subjected to misuse, excessive wear, or damage due to carelessness and that is returned during that ninety day period will be replaced without charge.

Following the initial ninety day warranty period, defective media will be replaced for a fee of $5.00. In Canada, you may obtain a replacement for $10 U.S. currency. California residents add 7% sales tax.

The defective media should be returned to:

Avantage
20813 Stevens Creek Blvd.
Cupertino, CA 95014
(408) 446-5757

Software Copyright

The enclosed software program is copyrighted. It is against the law to copy any portion of the software on disk, cassette tape or another medium for any purpose other than personal convenience. It is against the law to give away or resell copies of any part of this software.

AVA-3106